

In the Claims:

Amend claims 1-7 as follows.

1. (Currently amended) A game machine, comprising:

shift and display means for shifting and displaying a plurality of rows each having a plurality of symbol marks thereon;

prize winning state determining means for determining a prize winning state based on random number lottery;

stop control means for controlling the stop of said shift and display means to have a ~~predetermined~~ set of symbol marks shifted and displayed on the basis of said prize winning state determined by said prize winning state determining means;

notifying means for notifying a game player of ~~notifying~~ information in ~~notifying game~~ states including a current ~~notifying game~~ state and subsequent ~~notifying game~~ states following said current ~~notifying game~~ state, while the game player is enjoying games including a current game and subsequent games following said current game, the information in the current game state being information about the game currently being played;

said notifying means notifying the game player of the information in the current game state while the current game is being played before the shift and display means is stopped at the end of the current game to have a set of symbol marks displayed; and

subsequent ~~notifying game~~ state determining means for determining and selecting in advance said subsequent ~~notifying game~~ states in said current game on the basis of said current ~~notifying game~~ state to be informed by said notifying means.

2. (Currently amended) A game machine as set forth in claim 1, which further comprises:  
second notifying means provided separately from said first mentioned notifying means to  
notify a game player of ~~notifying~~ information in a the current notifying game state; and  
second notifying game state determining means for determining and selecting in advance  
said current notifying game states on the basis of said subsequent notifying game states  
determined by said subsequent notifying game state determining means.

3. (Currently amended) A game machine as set forth in claim 1, formed with a medal  
inserting slot, and in which said notifying means is operative to notify the game player of said  
notifying game state determined by said subsequent notifying game state determining means  
when said current or subsequent game starts with a game medium inserted in said medal inserting  
slot.

4. (Currently amended) A game machine as set forth in claim 1, in which when said current  
notifying game state in said current game is identical to said subsequent notifying game states in  
said subsequent games, said notifying means continues to notify the game player of said identical  
notifying game state without interruption.

5. (Currently amended) A game machine as set forth in claim 1, in which said notifying the  
information notified by said notifying means is correspondent to specified prize winning state  
determined by said prize winning state determining means.

6. (Currently amended) A game machine as set forth in claim 5, in which said notifying means is operative to notify the game player of said notifying game state corresponding to said prize winning state at a predetermined probability.

7. (Original) A game machine as set forth in claim 5, in which said prize winning state is any of big inner winning state or medium winning state.

8. (Previously amended) A game machine as set forth in claim 1, in which said game machine is a slot machine or a pinball machine.

9. (Currently amended) A game machine as set forth in claim 1, in which said notifying game states are respectively indicated by numbers, which further comprises storage means for storing variation values each showing relationship between said current notifying game state and said subsequent notifying game state, whereby said subsequent notifying game state determining means is operative to determine and select said subsequent notifying game states with reference to a variation value selected by a lottery operation from among said variation values stored in said storage means.